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ISSUE 14 DEC 1992

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INSIDE

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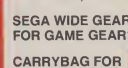
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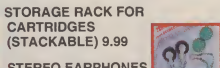
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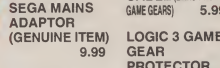
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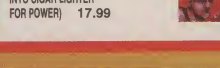
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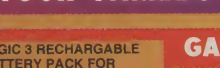
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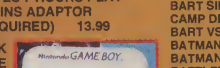
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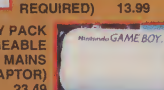


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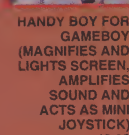
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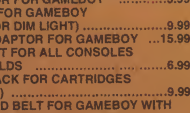
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YOWZAH! The world's best mag for hand-helds grabs the Big One! Sonic 2 has already wowed Megadrive and Master System CVG readers, and now the spikey blue one is here for the Gear! **GO!** brings you the full and complete lowdown on the hottest game ever to hit the colour hand-held - does it match the quality of the original cracker? Just go and feast your eyes on the **GO!** Review on page 12 and find out for yourself!

The portable scene is looking stronger than ever, and you only have to peruse the pages of **GO!** to see that hand-held fans are being more than adequately furnished with top quality carts - Parasol Stars on Game Boy, Dirty Larry on Lynx and, of course, everybody's favourite hedgehog on Game Gear are just a tasty trio of top treats we amaze you with this issue. How the hell do we do it and still charge you not one penny? Because we're the best, that's why. See you next month!

TIM BOONE

GAMES IN THIS ISSUE!

ISSUE 13 NOV

6 DIRTY LARRY

They don't come much dirtier than Dirty Larry! He's the meanest cop around, and he doesn't give a second thought to shooting first and asking questions later! Check out the **GO!** Review for the gen on this long-awaited cart!

10 MICKEY'S CHASE

Another Mickey Mouse game! This time round, Mickey and Minnie take on a whole host of nasties in a platform romp not unlike Super Mario et al. Is this any better than the rest of the bunch? There's only one place to find out - the **GO!** Review!

12 SONIC 2

The Game Gear game you've all been waiting for! Sonic's got a new friend called Two Tails, but he's been kidnapped by the wicked Dr Robotnik and it's up to our fleet-of-foot hero to rescue him! Grab the big Review on the big game right here!

14 PARASOL STARS

They're bubbly! They're bobbly! And they're back! Parasol Stars comes to the Game Boy to wow Bubble Bobble and Rainbow Islands fans with their, erm, parasols and stars! Want to know if this one's the tops? Find that **GO!** Review and see what it's got!

18 LEMMINGS

Those loony Lemmings hit the Game Gear in a conversion of the ever-popular computer game! It's a superb conversion of one of the most incredible and original games ever - and we've got a

GO! Review of it, just for you!

20 WWF 2

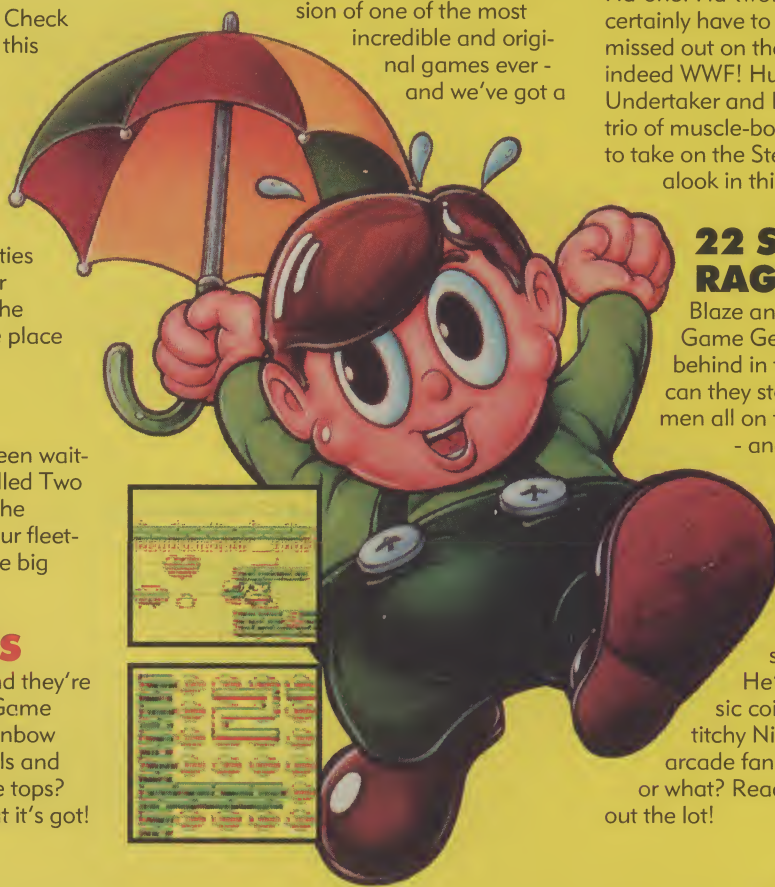
Ha-one! Ha-two! Ha-three! Yer out! You'd certainly have to be out to lunch if you missed out on the sequel to the very-jolly-indeed WWF! Hulk Hogan, The Undertaker and Randy Savage are just a trio of muscle-bound maulers who're ready to take on the Steel Cage Challenge - take a look in this fab **GO!** Review!

22 STREETS OF RAGE

Blaze and Axl do their stuff on the Game Gear! They've left their mate behind in the Megadrive version but can they stop Mr Big and his henchmen all on their own? It's a tall order - and we tell you just how tall in another Exclusive **GO!** Review!

25 BOMB JACK

He's the latest caped crusader to hit the Game Boy! He's Bomb Jack and his classic coin-op capers come to the titchy Nitendo after wowing arcade fans for eight years! Is it hot or what? Read the **GO!** Review to find out the lot!



EDITOR: Tim Boone ART EDITOR: Jenny Abrook DEPUTY EDITOR: Paul Rand TOP ROISTERING BOYS: Paul Anglin Steve Keen AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: David Nye MANAGING EDITOR: Julian Rignall PUBLISHER: Garry Williams MANAGING DIRECTOR: Terry Pratt PRINTED BY: Kingfisher Web COLOUR BY: Colourtech, London E2 and Prepress, London EC1. **GO!** EDITORIAL AND ADVERTISING, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. TEL: 071 972 6700 FAX: 071 972 6710 HANDY TIP: Santa Claus is coming to town COPYRIGHT WARNING: How would you like to be clapped in irons over Chrimbo? Keep off our stuff then.



GOT A HAND-HELD?..THEN GO! AND GET THIS!





BOY! IT'S RAMPART!

Become the ruler of a rock-hard castle and destroy your opposition in this ace new Game Boy conversion of the Atari smash, Rampart! This is one game that looks set to appear on more machines than Prince Of Persia - we reviewed the Super Nintendo version in CVG last issue, and the black and white incarnation is shaping up very well, from what we can see!

Gameplay is simplicity itself - first, place your cannons around the castle walls, then bombard the incoming enemies before rebuilding your stronghold, adding to the size of your castle in the process. Uncomplicated it may be; dull it most certainly isn't. We're looking forward to getting hold of the finished version of Ramparts in the near future - we'll keep you posted on its progress.

A NEW VISION

You may think that between them, the Game Boy, Game Gear and Lynx have the hand-held market all but sewn up. That's not what Spectravideo believe, though. They're all set to unleash a brand new portable into the marketplace, in the form of the SuperVision!

At first glance it doesn't look totally revolutionary - although the casing is a little more interesting than the hordes of oblong efforts currently doing the rounds - and indeed, the technology used to create the SuperVision isn't exactly set to push back the boundaries. But what Spectravideo, more used to supplying joysticks to the games-playing public - are relying on to sell their machine is price - £39.99 or thereabouts - and the availability of software upon release - around seventeen different cartridges will be on the shelves when the SuperVision makes its appearance. We'll be keeping a watchful eye on the SuperVision; will it be a success or is it set to go the same way as the rather sad Gamate?



BRING ON THE BATTLETOADS!

Zitz, Rash and Pimple, otherwise known as the Battletoads, are getting ready to make their debut on the Game Gear! While Virgin Games have secured the rights to bring the Turtles-beaters to the Master System, Sega themselves are creating the hand-held version from scratch! As everybody knows by now, the Battletoads are a fun-lovin' bunch of, well, overgrown space toads, who like nothing better than partying - except when the evil Dark Queen and her minions are up to no good! As far as we know, the GG version of Battletoads should be similar to that seen on the NES and, when it finally appears, Super Nintendo - a crazy, rock-hard horizontally scrolling bash 'em up against all sorts of weird and wonderful baddies!

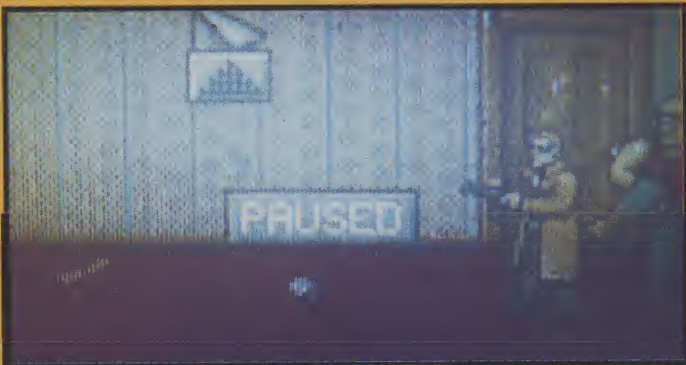
Battletoads for a mid-1993 release. But don't fret - we'll be following the progress of the game every step of the way, so if you really want to know, stick with your fab, free GO!



REVIEW

BAD BAD BOYZ

Don't expect to be facing solely gun toting madmen in Dirty Larry - if only a Renegade cop's life was that easy. You can expect to be facing chain-wielding fat lasses, motorbike-riding Psychos and six-foot tall baseball bat-wielding clowns. What a laugh!



ANIMATION AHOY

Seeing as Dirty Larry is a blatant rip off of the Dirty Harry films Atari thought it only right to include some near film quality cut scenes. These include Dirty Larry arising from his nocturnal slumber, Larry getting his ear severely chewed by the chief and lots of other smart stuff that you'll have to find out for yourself!



Larry is a cop - a real tough cop - who shoots first and eats donuts later. Seeing as he's such a law-abiding citizen it's pretty standard guesswork that he doesn't take too kindly to ruthless drug barons, especially a certain Harold Snuff Esquire - also known as Mr White. So Larry has decided that the world would be a better place without him and has set about ending his miserable existence. Problem is that Harry Boy has the same idea as Larry.

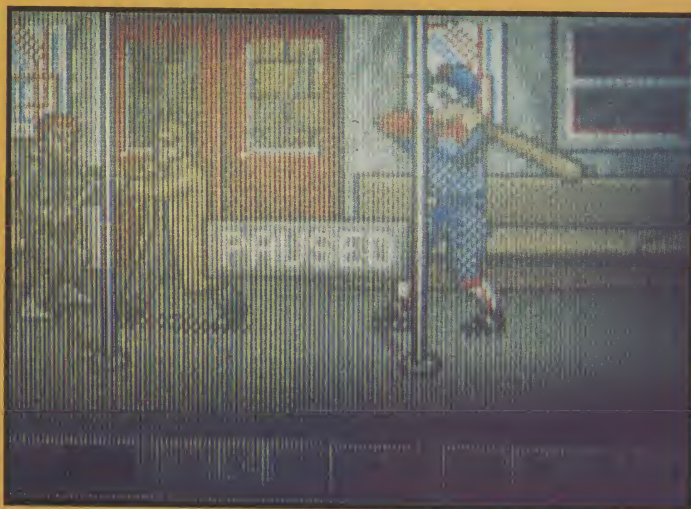


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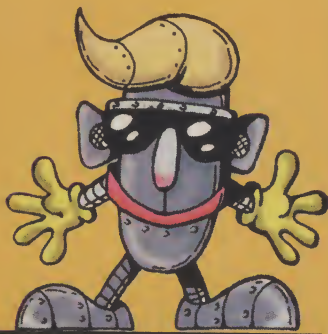
WHEN HARRY MET LARRY

The idea of a renegade rozzar is hardly an original one. The concept of good cop/bad cop has been around since the dawn of time, the most famous of which is the Dirty Harry series of films starring Clint Eastwood as not-very-friendly fuzz Harry Calaghan. The movies ran for ages and ages and were hugely successful. Mind you, the last one - Dead Pool - was crap.



DIRTY WEAPONS

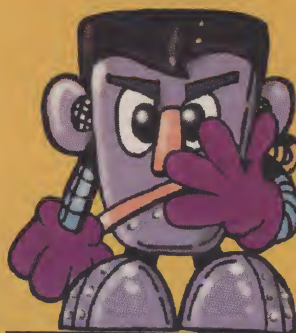
As well as being able to use his more-than-adequate fists, Larry can use a weapon or two to dispatch the evil minions. The first thing he can pick up is a nice pistol. However, this only has twenty shots so make sure you keep your eyes open for those extra bullets. You'll need 'em.



I'm not as critical of Dirty Larry as the young whipper-snapper, but I do think that more could have been done with it. As it stands, the game is basically the same as Batman Returns but with different graphics. Playable but slightly easy, Dirty Larry will please most gamers - but not for too long.

PAUL RAND

Larry may have a gun - but there's two of them and one of 'em has a not-very-small baseball bat! Oo-err.



As well as trying to imitate the Dirty Harry films, Dirty Larry attempts to impersonate a good game but fails miserably. The action (or rather lack of it) is just too repetitive to be worth bothering with. So quite frankly, don't.

PAUL ANGLIN

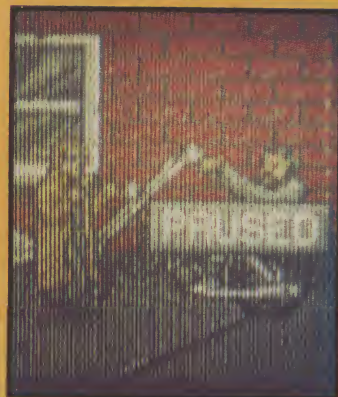


There's Mr White, sitting in his office. He's not the nicest man in the world - find him and give 'im a kicking, why not?

YOU DIRTY PICK UP, YOU

To keep Larry in tip-top condition he can pick up all manner of different pick-ups. The first and most important one is the extra bullets which just look like a load of dots on-screen. Also there for the taking is a bit of extra energy or, if you fancy, the odd extra life or two.

8 LOOK	7 SOUND	70 OVERALL
6 FEEL	6 VALUE	



MAILBAG



h yes! Another sack of mail mutterings from our illustrious readers. Every subject

under the sun is covered as all sad rambling have made a bee line for the bin. If you didn't make it this month don't be sad, competition's tough so try again and send your thoughts to: PRINT ME QUICK! GO! MAILBAG!, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

CHEW TRAMPS TOE NAIL CLIPPINGS

Dear **GO!**

As I was scanning the pages of your brilliant magazine I noticed that there hasn't been a role playing game invented on the Game Boy yet. By this I mean games like Kings Quest and Police Quest on the PC. Do you know of any reason why this sort of game hasn't been released?

P.S. Could you please do a review of the Adam's family on the Game Boy?

Andrew Elphinston, Australia

Are your diodes malfunctioning? To squeeze a PC game into a Fame Boy would be harder than squashing a herd of African elephants into a Ford Fiesta! If adventure is what you're after try Mindscape's Robin Hood which should be out shortly.

DRINK A BUCKET OF SICK

Dear **GO!**

I've always liked your mag and still will but I've got some serious questions to ask so please answer them.

1. Which is better the Lynx or Game Gear?
2. Are there any descent football games on the Lynx, if not is there one coming?
3. Is an athletics game coming out on the Lynx or Game Gear?
4. Would it be possible to bring Streets Of Rage out on the Game Gear?
5. Is there a descent beat 'em up on the Lynx, if so what?
6. Will Sensible Soccer or Kick Off 2 be released on the Lynx?
7. Can you tell me which handheld has the best games?
8. Which handheld is best value for money?
9. Can you send me some information on which handheld to buy?

Richard Hunt,
Upper Norwood

1. Personal choice. The Game Gear has better games.
2. No. No.
3. Olympic Gold is coming out on the Game Gear.
4. It's possible to bring any game out on the Game Gear but to what extent it will resemble the Megadrive version is debatable, get my meaning?
5. There's only one, Pit Fighter, and it's not out yet!
6. Not as yet.
7. The Game Boy.
8. The Game Boy, because of its incredibly low battery consumption compared to the others.
9. You've asked the questions, you've read the mag and you've probably bought a cone shaped hat with a D on the front of it! What more do you need to know?!

TALK TO MATTHEW KELLY

Dear **GO!**

I am thinking of getting a Game Boy, but I'm worried that when the colour Game Boy arrives the black and white one might be discontinued and all new games stopped. Would this happen? Please answer my question as I am very worried about this issue. Keep up the good work!

Paul Withe,
Liverpool

Don't bust a gasket! If there were to be a colour Game Boy released Nintendo are not so narrow minded as to leave all those thousands and thousands of Game Boy owners, with bottomless wallets, out in the cold. I wouldn't be surprised if they came up with a colour cartridge that would be compatible with the Original Game Boy, but became monochrome when inserted into the old Boy.

LICK A PIGS EAR

Dear **GO!**

Recently I connected my Power Supply to my Lynx 2 with the wrong polarity which in effect zapped the board. Is there a Company that could repair the necessary parts at low cost or supply the parts for me to fix it?

David Johnson,
Liverpool

What a metal head! If you want to bring your Lynx back to life, and it's not still under warranty, phone Atari on 0753 533344 and speak to Helen on ext. 253. You'll have to give her your name, address, day time telephone number and the Lynx's serial and model numbers. The most expensive repair procedure costs £29.38, but most cases aren't nearly so expensive.

GO TO SLEEP IN A GRAVEYARD!

Dear **GO!**

Unfortunately I missed two copies of CVG and was unable to get GO! because my newsagent had run out of copies two hours after opening. I have a Game Gear and would love to get hold of these two issues. Please could you send me Nos. 8 and 9 for my collection. I think people should be able to subscribe to such a great mag I read other console mags but yours is the best.

Timothy Earl,
London

Although it pains my resistors to say so Timmy you really do have elephant dung for brains! People have been subscribing to the mag for years and all the details of how to do so have been printed at the beginning of the mag amongst all the Advertising details ever since my capacitors can remember. If you ever want to improve your IQ with a brain transplant I know of this nice little vacuum cleaner that'll do the job perfectly.

WASH IN A TOILET

Dear **GO!**

I know how good you are at playing games, being professionals, but I have a few questions for you.

1. What is the best computer?
2. When is the Game Boy Genie coming out and how much will it cost?
3. What shops will sell it?

1. Who knows! The FX81 Cyberdine Glaxo Interstellar 18,000, currently installed at NASA Space Control probably!
2. Not until next year and the price will be announced then.
3. What with HMV, Our Price, Virgin and Comet jumping onto the computer games wagon, stocking everything under the sun you can expect such a spanky product to be available almost any where! Something for the weekend sir?

GO AND WORK FOR THE COUNCIL

Dear **GO!**

I have been wondering for a long time now if Street Fighter 2 will ever be available on the Game Gear? How much will it be? And will it be the same as the coin-op? When is Lemmings going to be in the shops on the Game Gear? I've seen it advertised, but never seen the actual game.

Lee Booth,
Stoke

Let's put this old chestnut to rest one and for all. There's more chance of the CVG five-a-side tidily wink team winning through to the FA Cup final than Street Fighter 2 being released on a hand-held! Will it be the same as the coin-op? Were you born or did you crawl out of a rancid, stagnant old fire bucket? Lemmings will hit the shops in perfect time for Christmas, when else?

GET A GINGHAM DRESS

Dear **GO!**

I've written a review on Mr. DO! on the Game Boy 'cos I think it's a happenin' game.

GRAFIX 90%
SOUND 90%
PLAYABILITY 100%
VALUE 80%
OVERALL 101%

Paul Murrell,
Surrey

Well done Paul, what a brilliantly in depth review! Not only are you a wordsmith extraordinaire, but you're a whiz in the maths department too! How do you do it?

PUT PAUL RAND'S PANTS ON YOUR HEAD!

Dear **GO!**

I am writing in response to Cecil Garcons letter in issue 12 of GO! He asks why the Game Gear wasn't the number one hand-held after Chrimbo, so what! Neither was the Lynx. He also says the Game Gear has a fine white line across the screen. I bet this amoeba brained Lynx owner has never seen a Game Gear in action!!! Also that Irish sad person, Maurice Loyle, should learn that Game Gear owners are not thick Micks and most of us use a little device called a mains adaptor instead of batteries. (People have always said the Irish are a bit low on the brain cells).

The Terminator,
LA

DRILL A HOLE IN MY FOREHEAD

Dear **GO!**

I'm getting extremely tired of people who write in to you and rant and rave about how fab the Game Boy and the Game Gear are. What about the Lynx? Easily the best handheld on the market. Wanna know why? I'll tell you why! For starters, it's technically the best, save for the GT, because it has 16-bit graphics, 4 channel stereo sound, 4 megabyte game capacity and a very fast and powerful 16 mhz processor. Not forgetting the 4096 colour palette. The games? Superb quality, superb quantity and most of them are arcade classics and future releases look really hot; Lemmings, Eye Of The Beholder, Shadow Of The Beast etc. And the reason that it hasn't got very many add-on peripherals is simply because it doesn't need them. The Game Gear TV tuner is a sad idea anyway because the batteries don't transmit very well in a car and if you're going to watch it at home then you may as well watch the normal TV. The Lynx looks better, feels better and certainly has a lot more options on it than the Gear or the Boy. Lastly, most GG games are way too easy. So to all you people, don't bother criticising the Lynx, you're wasting your energy.

Robin Tattersall,
Essex

TIE TONSILS WITH A PUBLISHER

Dear **GO!**

I have these questions for you:

1. I have just bought a Hyper Boy, will there be a version for other handhelds?
2. Will Batman Returns be out on the Game Boy?
3. When will Lethal Weapon 3 be out on the Game Boy?
4. How much do your T-shirts cost?

1. No the Hyper Boy is exclusive to the Game Boy at present.
2. Sometime next year.
3. The same answer I'm afraid.
4. Hurumph Humph Rumph!

SMELL JON'S SOCKS!

Dear **GO!**

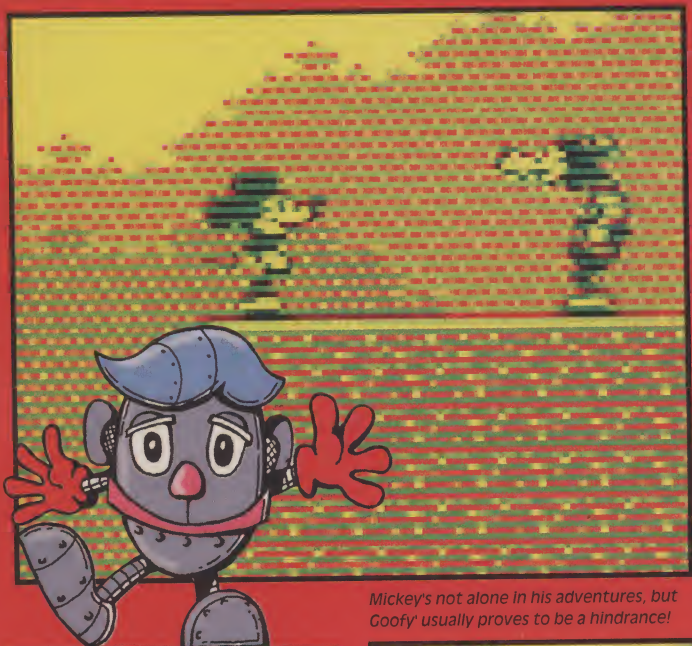
OK. To respond to the 'Bad Boys' (Oh gosh yes) in issue 12 I'm writing in defence of the Specy and if you turn away now you're a cretinous as these guys obviously are. The Spectrum was the machine that started the whole gaming craze and the fact remains that without the coming of the Specy you wouldn't even have a Lynx to rave about. Try playing some Spectrum games before you slag it off - this way you'll actually know what you are talking about. Let's see if the Lynx is still going after 10 years, eh? The best part is that I was a Lynx fan before I even read your half whittied, ill informed cow pat of a letter.

Leigh Loveday,
West Glamorgan

Well yes, exactly?!

REVIEW

MICKEY'S CHASE



Mickey's not alone in his adventures, but Goofy usually proves to be a hindrance!

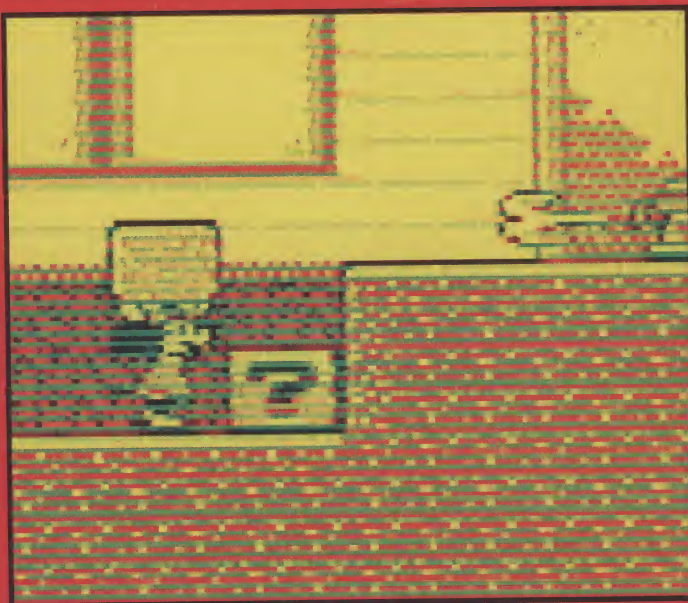
Mickey Mouse has been and bought a lovely present for his darling Minnie. But horror of horrors! When it's time to present it to her, Mickey is shocked to find that the gift has been half-inched by some low-life fiend! A quick visit to his friend, Goofy, reveals that the dastardly Pete was last seen leaving Mickey's house - the chase is on! Join Mickey Mouse on the trail of the missing pressie in his latest Game Boy adventure. You'll need to keep your wits about you as you take control of Disney's best-loved character in his quest for Pete, who's enlisted the help of his fearsome friends to stop Mickey in his tracks. Are you a man or, er, mouse? Well, get out there and get that gift back!



GAME BOY- £24.99

• Mickey's latest outing on the Gameboy is a good old laugh and a well respectable piece of hand-held gaming. Graphically great, with excellent sound, it really shows off what the portable Nintendo can do. Trouble is, we've seen it all before and there's nothing really new here. Check it out before parting with the dosh.

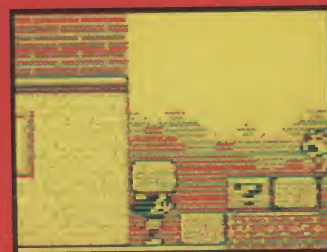
TIM BOONE



What do Mickey Mouse, Goofy and Frank Spenser have in common? They've all had more jobs than brain cells. No Mickey hasn't turned removal man he's readying himself for action. Blocks are the key to Mickey's survival.

CHOCK-FULL 'O' BLOCKS

Although limited in his bodily functions, Mickey (or Minnie for that matter) can defend himself by picking up the nearest block he can lay his hands on. One throw of these at the baddies and they'll bite the dust rather sharpish. Question mark blocks also litter the screens - these cannot be thrown but do contain helpful items and points bonuses.



TAKING THE MICKEY

Mickey Mouse is one of Disney's most famous characters. He resides at Disney World in Florida and spends most of his time saying 'Neat' and 'Have a nice day'. However, Mickey has a friend who lives in France who spends all day wandering around, muttering such things as 'Mais oui, Madame et Monsieur' and 'non Madame, c'est passer le pont apres le poisson grand.'



MALEVOLENT MOUSE-MASHERS

There are mountains of bad boys out to stop you getting to that nasty Pete! On your travels you'll meet everything from guard dogs to Weasels. Most can be disposed of by lobbing a block or two at them but certain items, like the Fire Hydrant of Doom, can take quite a pummeling before they buy it.

ICONS ABOUND

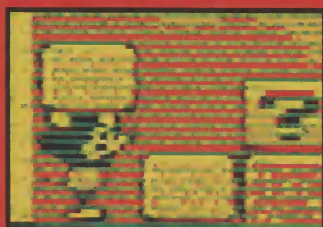
No platform game would be complete without a goodly supply of collectible items. In Mickey's Chase, these range from Stars, which kit out Mickey with an extra life once he's picked up one hundred of them, to round ball-type things that give you bonus points. And, if you're really lucky, you can find Mickey icons that'll add a free Mouse to your lives counter!



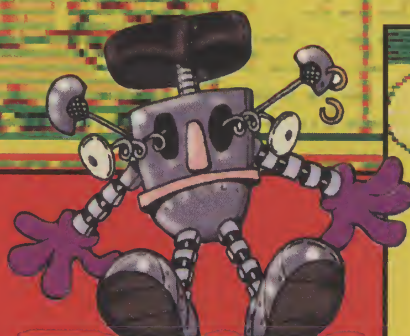
Jumping frolics ahoy! If you can't kill it jump over it, but don't get big headed!

MADAME ET MONSIEUR

Considering it was Minnie's present that got pinched in the first place, it's not a bad idea if she lends a hand in trying to find it. Before you start the game you can choose to control either Mickey or Minnie. There's no real difference between the two - but it makes a change to be able to play the heroine, doesn't it!



Blocks away! Mickey really is spoilt for choice in a block stacking frenzy.

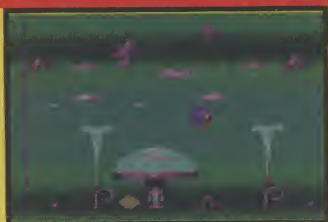


Another Platform game on the Game Boy? 'Fraid so. More Mario-style pick up 'n' jump action to be had in Mickey's Chase and, while there's nothing new in the gameplay, this is really enjoyable and addictive to boot. Graphics and sound are tops too. Give it a shot while you wait for Marioland 2.

PAUL ANGLIN



REVIEW



TOP ICONS GALORE

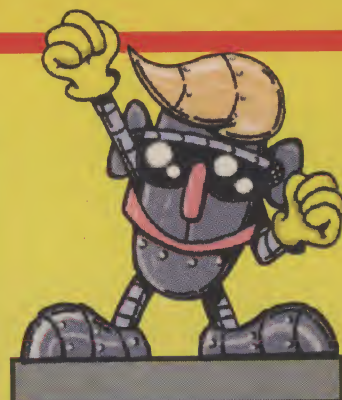
As fun as whizzing round at top speed can be, it can take its toll on your energy level, especially if you happen to be a bit of a sad case when it comes to dodging bad guys. Luckily, there's plenty of those infamous rings laying around levels - as long as you have one in your possession, you won't die. As well as these there are extra lives, speedy boots and invincibility shields; pick 'em all up for a dramatically easier life.



The life of a fox isn't really a fair one, is it. If they're not being hunted by people with too much money on horses, they're being kidnapped by evil doctors named Robotnik. And poor old Two Tails has fallen prone to this latter fate. But luckily he's got help, in the form of the fastest hedgehog in the history of...fast hedgehogs. But Sonic isn't all speed and no brains; he's already dealt with the foul Robotnik once before and he's all set to do it again. So put on those special reinforced heat-proof trainers and get out there. Just hope you live to tell the Tail, that's all!

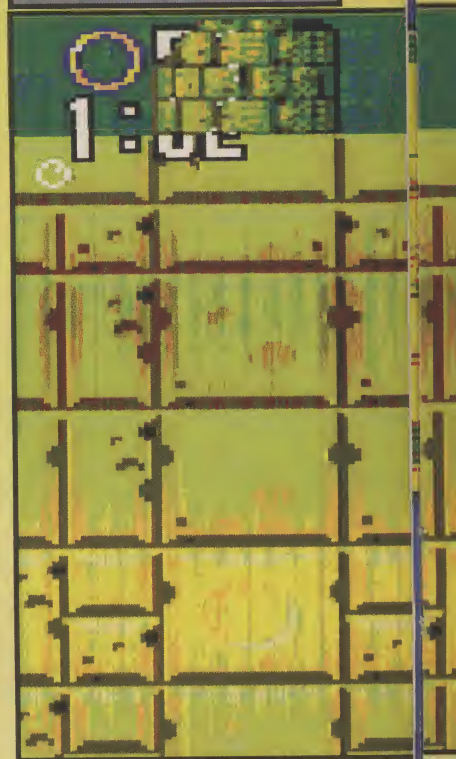


GAME GEAR- £27.99



“The fastest hedgehog around makes a second appearance on the Game Gear and it's even better than the original! Great graphics, sounds and gameplay are shoe-horned into a whopping four-meg cart - the biggest on the Gear! A real stunner.”

PAUL RAND



SONIC 2



WOT - NO RESTARTS?

One major bummer is the non-existence of those funny poles with the balls on in the Game Gear version of the game. As any self respecting Megadrive Sonic fan will tell you, set these spinning and you'll restart the game from this point if you snuff it. In the hand-held game, cop it and you'll be unceremoniously dumped right back at the beginning of the stage - hurumph.

DO YOU WANT TO KNOW A SECRET

As with every other version of Sonic 2 (and 1 for that matter) there are secret rooms absolutely everywhere. These are accessed by spinning through breakable blocks. It's easy to see which blocks are breakable 'cos they've got funny squares all over them. The rooms hold all sorts of delights, including extra lives, tons of rings and even the odd warp!



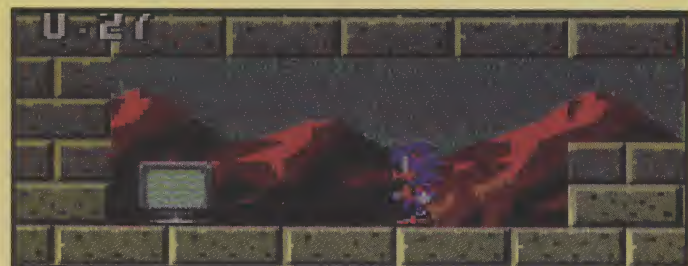
It's all very well, running around in circles - but if you're a hedgehog with a mission It's a good idea to pick up the odd extra life - like that one up there, in the telly!

WILD MAN, WILD!

The great thing about Sonic 2 is that it's completely environmentally friendly. I mean what could be more harmonious than a blue hedgehog running around, righting wrongs and freeing furry little creatures, so they can run off back to their natural habitats and live their life as they were meant to. Ahh!

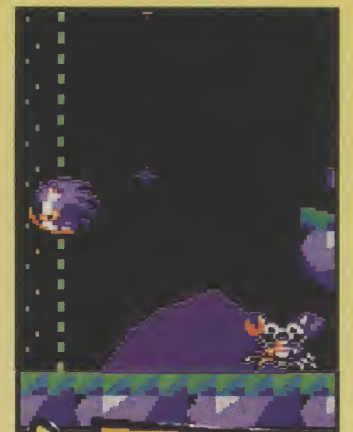
Well Sega certainly haven't hung about, releasing the boy Sonic onto every Sega format known to man, and they've done just as good a job with the Game Gear version as all the others. It's a massive improvement over the original and is well worth the cash. Top stuff!

PAUL ANGLIN



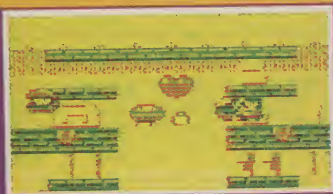
A SAD TALE INDEED

Some of you may be sitting there, studying the pics looking for Tails. Well stop that nonsense right now. Tails has been kidnapped by the no-good Dr Robotnik and Sonic has been sent on a mission to go and retrieve him before his tea gets cold. So don't get too concerned - he's in there somewhere and you've just got to find him!



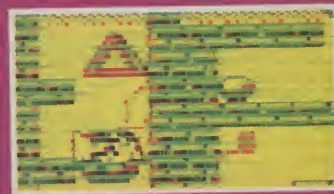
9 LOOK	9 SOUND	92 OVERALL
8 FEEL	9 VALUE	

REVIEW



STAR WARS

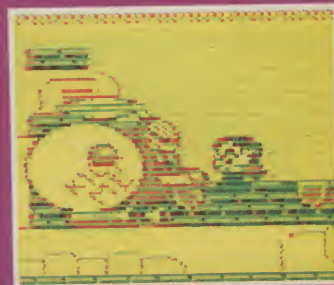
Some creatures take more than two shots to kill, like the frustratingly agile unicorns that prance all over the levels, so the fresh faced lad can collect up to five rain drops at once and carry them towards the more deadly foe, before releasing them in a cascade of water that flows over all the platforms then races to the bottom of the screen, clearing everything in its path!



Just one of the scores of extra bonus rooms that can be found throughout the game. Quite how you find them you'll have to discover for yourself 'cos we're keeping shhmm!

STARS IN THEIR EYES

One of the main attractions of Parasol Stars on other formats are its huge, cute and colourful sprites, the latter of which the Boy obviously can't recreate. However, worse than this is the fuzziness of the screen when a lot of sprites are moving about at once. The blur created is rather distracting and makes differentiating between the hundreds of different tokens and pick-ups quite a chore.

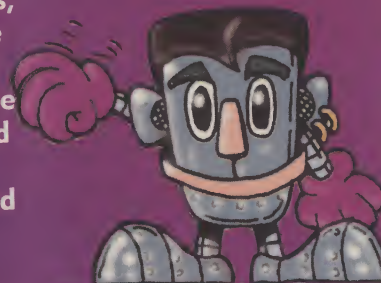


PARASOL

Parasol Stars is the third in Taito's Bubble Bobble coin-op trilogy, the first of which was, surprisingly enough, Bubble Bobble - a huge arcade success in which you had to control a pair of bubble blowing dinosaurs to rid the world of the evil Baron Von Blubba. Rainbow Islands continued the story as the two dinos are transformed into rainbow-throwing lads. This time around, Bub and Bob grab their parasols and go up against the beasties once more, for more platform-related arcade japery. So wassit like on the Game Boy?



GAME BOY- £24.99



Both the prequels were fantastic affairs loaded with blister-inducing game-play from start to finish, and this Game Boy sequel is no different. There's a surprise lurking around every corner and the only gripe I can make is that there's sometimes a bit too much cluttering the screen at times. Loads of fun!

PAUL ANGLIN

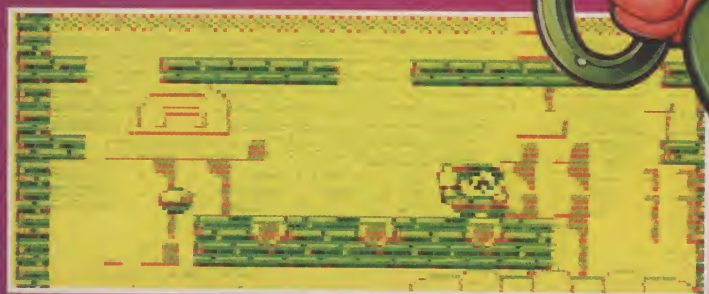
STAR TURN ON 45 PINTS

Those perennial arcade favourites, the end-level guardians, haven't been left out either and, as with the previous two games, some really weird and wonderful creatures have been called into action. A huge pile of musical equipment attacks you at the end of Musical World, while on Wood World a massive Little Shop Of Horrors-type plant spits out tons of paralysing blobules at you!

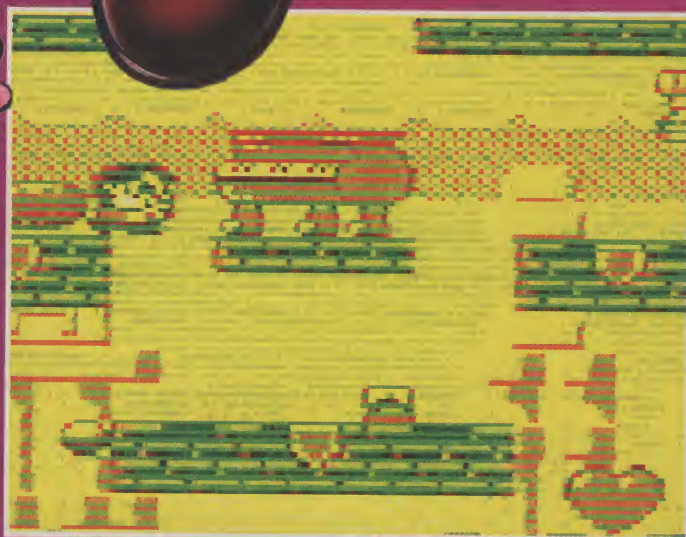
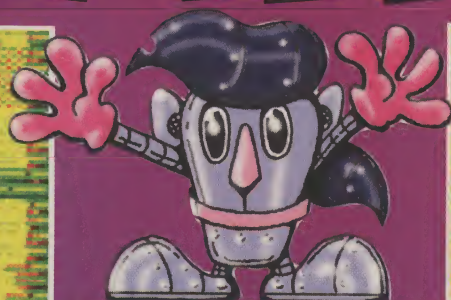


WHEN YOU WISH UPON A STAR

The basic idea is to clear every screen in the eight level world of cute monsters. You're armed with a magic Parasol that can stun certain animals, enabling you to pick them up and hurl them across the screen at others. That's not all though; the umbrella can also deflect dripping water globules that seep from various points around the screen - very handy.



STARS



STARRY STARRY NIGHT

Each world contains loads of hidden surprises which are revealed only when specific tasks have been completed. Kill all the monsters in a certain sequence and doors to hidden worlds will be revealed, along with special bonus rooms packed with goodies. Some levels will throw up massive bags of gold that fall down from the top of the screen, whilst others will flood the platforms with cakes and sweets for extra points!

I didn't think that Parasol Stars would translate well onto the Game Boy, but I was wrong. Apart from some frustrating game-play gripes like being able to get trapped in the corners all too easily, this is fabulous fun. There's so much to discover that, even when you've completed the game, you won't have seen half of what it has to offer.

STEVE KEEN

8 LOOK	7 SOUND	87 OVERALL
8 FEEL	9 VALUE	

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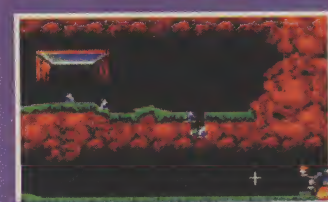
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Lemmings™



LEMMINGS



Die Lemming, die! But make sure your pals don't fall too far, or else they'll die!



Better grab your hard hats - it's time to take control of those mad mammals, the Lemmings! These crazy critters like nothing more than hurling themselves from great heights, but you've decided that this is, quite frankly, not on - so what can you do but help them out in their hour of need? You've been given a series of different powers that will help save the little furballs from certain death, but don't expect any assistance from them - they're as thick as Paul Anglin. Good luck - you're gonna need it.



6 Lemmings on Game Gear - who'd have thought it! It could have been really bad, but amazing as it may seem, this GG conversion is a spot-on conversion of the original classic! Hilarious graphics, super sounds and gameplay that'll have you pulling your hair out for many a long night, Lemmings is certainly a better proposition than throwing yourself off a cliff.

PAUL RAND



GAME GEAR- £26.00



MULTI FORMAT FURBALLS

Despite their incredible stupidity, those laopy Lemmings have still managed to fall onto many a format. They've made appearances on the Super Nintendo, Amiga, Spectrum and Atari ST and are soon to burst their way onto the Megadrive. But undoubtedly the hottest piece of info for hand-held heroes is that Ocean are currently converting the game to Game Boy and it should be ready very shortly - watch GO! for further developments!



This bit's easy - but wait until you've got to get them over the chasm half a screen later!



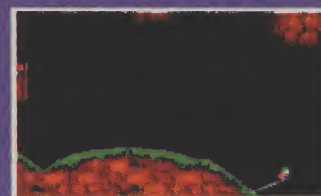
THE POWERS THAT BE

The Lemmings are going to need all the help you can give them, so luckily you've got a range of special powers to help prolong their existence. You can perform all manner of tasks, from causing them to build bridges and burrowing through the ground, to blocking the passage of others of their ilk and, if you get really fed up with them, just blowing them all to bits!



AN ARM AND A LEG

Controlling such brainless furballs can get extremely frustrating, especially when they've just totally boded up your entire plan by being tragically poor. Luckily you do have a touch of stress relief available to you known as Armageddon. This basically will blow up every single Lemming on the screen. And even if it's not necessary to use it's always a damn good laugh to see them explode all over the screen, blowing large holes in the ground as they go!



CRAZY FUN

If you're a bit of a Lemmings soddie then worry not, 'cos you can tone down the difficulty setting to suit your sadness. There are four different settings to choose from, starting from Fun level which gently eases you into the game and its controls to Crazy which is just an out-and-out riot of skill, reflexes and tension!

SEQUEL SQUEAL

After the success of the original, programmers Psygnosis have decided to produce a sequel to Lemmings! Due to appear around Christmas time on Amiga, with other versions to follow, Lemmings 2 is said to have a slightly different twist to the gameplay and the graphics are looking even better than the original. Stay tuned for the full lowdown as soon as it's finished.

The little Sega has gone through a bit of a lean spell of late, but Lemmings has managed to breathe life into a rather flat period in Game Gear history. The titchy yet superbly animated graphics have been recreated brilliantly and the maddeningly addictive gameplay is as good today as it's always been. An incredible computer game becomes a stunning hand-held laugh!

PAUL ANGLIN



9 LOOK	9 SOUND	94 OVERALL
8 FEEL	9 VALUE	

WWF[®] 2

STEEL CAGE CHALLENGE



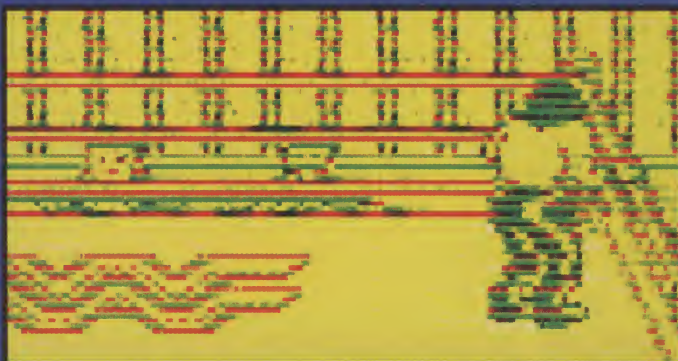
“The first WWF romp was the tops - and this one is great too! More fluid graphics, a brand new tournament to tackle and generally enhanced gameplay are what makes WWF2 such a winner - especially in two-player mode!”

PAUL RAND

Those WWF boys have certainly been busy of late, what with the 1992 Summer Slam and all, but they've managed to find time to star in the sequel to WWF on the Game Boy! This time they've not only got the one-on-one and tag-team bouts seen in the first game, but also the all-new and extremely violent cage matches which, if you've ever seen one, you'll know just how much of a riot they are!



GAME BOY- £24.99



Getting stuck in first is the name of the game. Corner your man at the edge of the ring and victory will be yours, oh don't forget to hit him as well!



MORE MARVELLOUS MATCHES

All the fun of the World Wrestling Federation in the comfort of your own Game Boy! Take part in either one player against the machine or link up with a pal for two-player bouts in either a one-on-one or tag-team challenge!

STEP INTO THE STEEL CAGE!

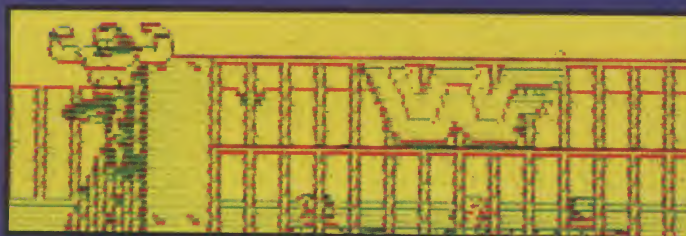
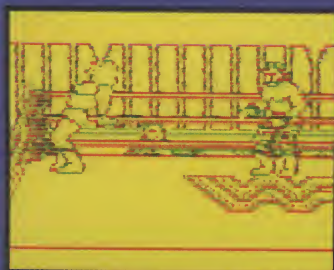
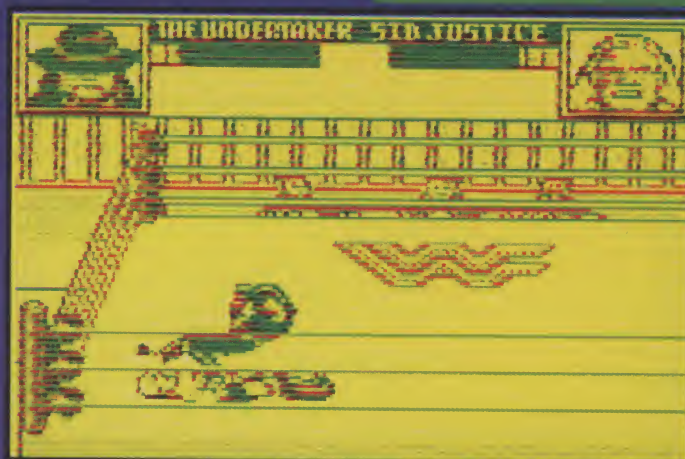
There's a new competition to tackle in the all-new WWF game - the Steel Cage Challenge. As the name suggests, wrestlers compete in a fifteen foot steel cage, with the object of the game being to either pin your opponent for the three-count, or climb out of the cage before he does. Either way, do it first and you win the bout!

WEMBLEY'S NOT JUST FOR FOOTBALL...

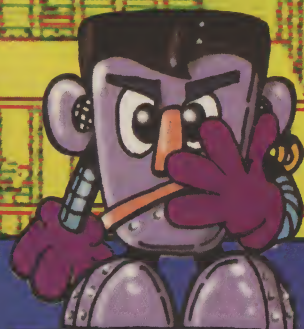
August 1992 saw, for the first time, the WWF SummerSlam event staged in Britain! Eighty thousand screaming fans not only witnessed thrills, spills and laughs ahoy from loads of famous WWF boys, they also saw The Macho Man Randy Savage retain the WWF World Championship title and the British Bulldog, Davey Boy Smith, take the Intercontinental crown from Brett 'The Hitman' Hart!

MEET THE WWF LADS

Some of the wrestlers have changed since the first WWF spectacular on the Boy. The list now reads as follows - Hulk Hogan's back, as mean as ever, along with the Macho Man, Randy Savage. Joining them in the ring are The Undertaker, Jake The Snake, The Mountie and Sid Justice. All of these boys are hard as rocks and deadly when it comes to the count-out - pick your favourite and start wrestlin'!



For that extra bit of power on your attacks there's nothing like climbing to the top of the ring and hurling yourself down on your victim. Brutal!



I'm not much of a fan of the boys in tights to be perfectly honest, but the first Game Boy WWF was great so I was really looking forward to this. And I wasn't let down in any department. Playing against the Game Boy is a little easy, but generally a real improvement over the original and a damn good game overall.

PAUL ANGLIN

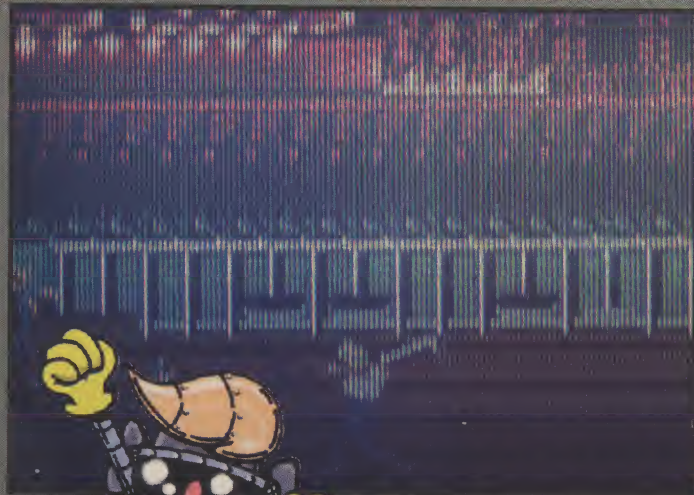
MIGHTY MOVES

Some nifty use of the directional pad and fire buttons has your WWF fighters performing all manner of amazing moves! Kick and punch your opponents, throw them over your shoulder and even climb on top of the ropes and leap onto the other fighter for a spectacular KO!

THANKS...to Shekhana Consoles (081 889 9412) for the review cartridge.

8 LOOK	7 SOUND	86 OVERALL
9 FEEL	8 VALUE	

STREETS OF RAGE



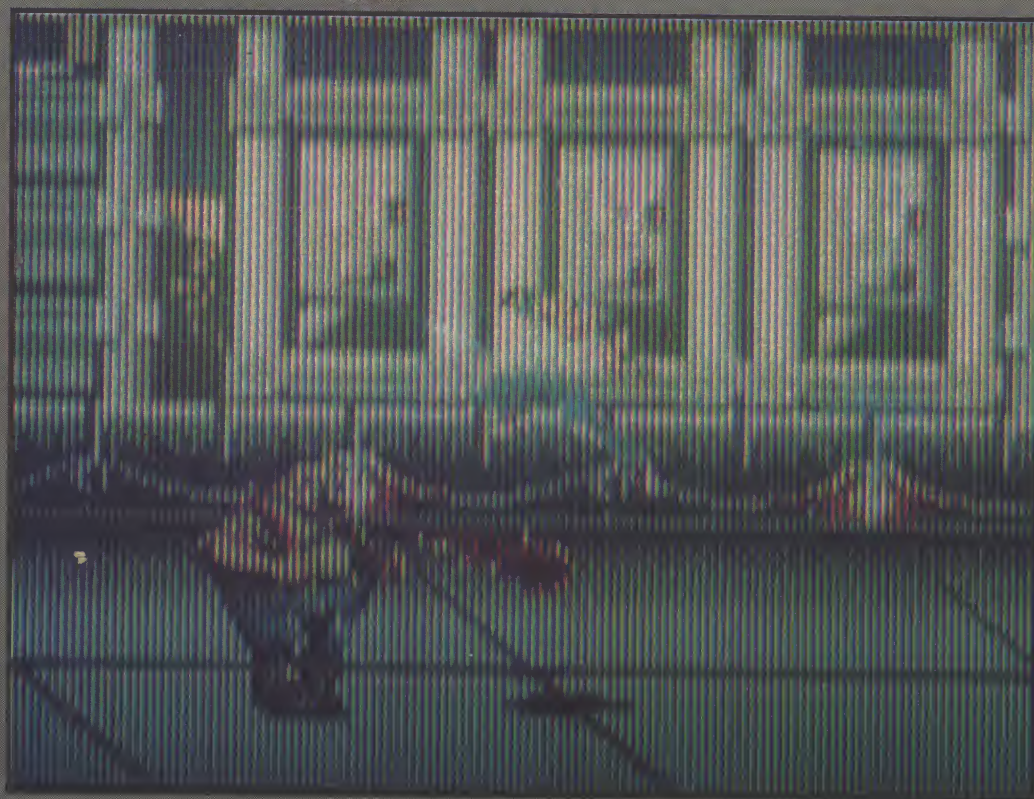
Mr Big is America's most notorious and ruthless drug baron to date. However he remains completely untouchable, due to the fact that he owns the entirety of the police force, not to mention most of the city's political system. The ordinary people are getting a bit fed up with the increasing level of drug-related violence and have assigned two extraordinary people to go and sort out Big and his cronies. Enter Axl and Blaze, the two hardest individuals going. The streets need cleaning up, and it's down to these two to do it. Please don't fail.



GAME GEAR- £26.99

Think you can get a Game Gear conversion of a Megadrive game of as high a quality as its 16-bit counterpart? Streets Of Rage doesn't quite make it, but it's not far off. Graphically it works well, and this version is even harder. Annoying at times but a challenging and exciting piece of smack 'em up action on the Gear.

PAUL RAND



Not only is this fellow rather cunning, he also blows the air out of you. Jump, dash and kick him for some blistering fun and thrills.

YOU PAYS YOUR MONEY...

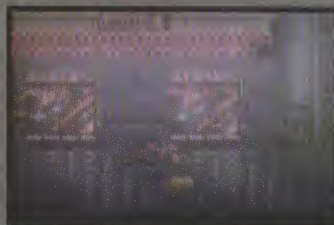
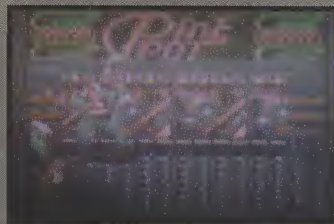
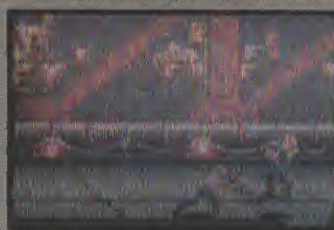
The two characters in Streets Of Rage are both distinctly different. For a start they're of different sexes - Axl's a feller whilst Blaze is a luvverly lady. But their merits also differ wildly. Blaze's strengths are in her agility, whereas Axl is an out-and-out power person. Just choose your favourite, get out there and do some damage!

PICK IT UP TO STEP IT UP

What with so many heads to smash, it's a good job that there are a few pick-upable items lying around the different levels to help you on your way. On your travels you'll find such helpful objects as extra energy, weapons ranging from baseball bats to lead piping, extra lives and bonus points. Just the sort of things to help a growing hard-case.



Oooyah! Hard-hitting stuff as Axl lays one on one of his many foes - no wonder the streets are full of rage with this lad kicking everyone in!

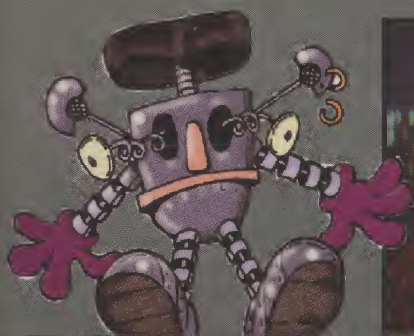


WOT'S THE DIFFERENCE?

We know what you're all thinking; "So how does this stand up to the Megadrive version?" Obviously, graphic and sound quality differs between the two, but the visuals and sonics hold up surprisingly well on the Gear. There are a couple of little differences in terms of gameplay, the most radical change being the loss of one of the original's three selectable characters. Also, the special weapons of the Megadrive game have gone AWOL from the hand-held version but, apart from that, the game's about the same!

A FISTFUL OF FUN

With their different attributes, it should be obvious to you that Blaze and Axl each have their own preferred styles of combat. Blaze has far more throwing moves whereas Axl is kitted out with more in the way of kicks. But both are perfectly adequate for dusting some serious ass.



It's certainly taken a long time to appear but at last Streets Of Rage has made it onto the baby Sega - and what a game it is! The potentially small sprites have been replicated perfectly adequately and the difficulty setting has been cranked up above that of the Megadrive version, which is good news. Possibly the best beat 'em up on any hand held!

PAUL ANGLIN



MR BIG'S BOYS

Mr Big has got some serious headcases under his control, and all have been dispatched to stop your progress to the next level! You can expect to go up against such baddies as a seven foot tall guy with a deadly boomerang, the fabulous Blaze sisters and, right at the end of the game, Mr Big himself is waiting to offer you the ultimate challenge. (Axl)

8

LOOK

8

SOUND

8

FEEL

8

VALUE

85
OVERALL

COMPETITION

WIN EVERY HAND-HELD! AND A GAME FOR EACH!

It's incredible! It's the competition no-one can miss! Yet again, the greatest hand-held mag in the world comes up trumps with one astonishing competition! We're quite literally going to GIVE AWAY a Game Boy! A Game Gear! A Lynx! A PC Engine GT! And a top cart for each one!

One oh-so-lucky reader stands to win all of these great goodies - worth OVER SIX HUNDRED POUNDS! And there couldn't be a simpler way to enter! Just phone the GO! Hotline Number and answer the questions you'll hear. That's it! Just put your thinking caps on, dial that number and answer away! Who knows, it could be YOU who owns every hand-held monster known to man - so get dialling NOW!

SPECIAL NOTE: Make sure the person who pays the phone bill has given you permission before you start dialling. Calls cost 36p per minute (off-peak) and 48p per minute (peak rate).



PHONE 0839-335574

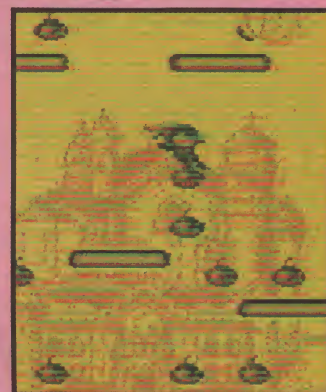
BOMB JACK



When bombs need defusing there's really only one person to talk to - and that's the number one explosion extinguisher, Bomb Jack! A massive success in the arcades way back in the mid-Eighties, Bomb Jack makes his debut on the Game Boy. The object of the game is simple - each screen has on it a number of bombs which Jack must clear before he can move onto the next stage. Got the idea? Course you have - get to it!

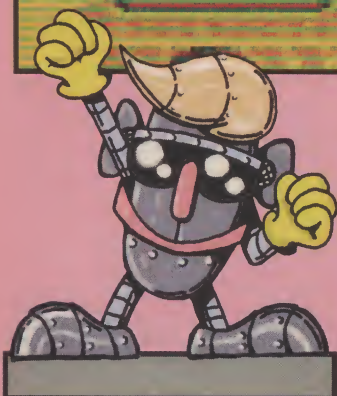


GAME BOY- £24.99



BANG

Keep a careful eye on your enemies! The nasties trying to stop your progress in Bomb Jack aren't your normal, common-or-garden creeps - these are vaguely intelligent little blighters that track you down and follow you around the playing area. And while that might not sound incredibly aggressive, these fellers have a tendency to hunt in packs - so make sure you don't get stuck in a corner, or else they'll be breathing down your neck in no time!



Grab those bombs in sequence for a not-inconsiderable points bonus!



It's going to be tricky, getting those bombs with that nasty bird in the way...

BOOM

Every so often, icons appear on the screen and float about, simply aching for you to jump and pick 'em up. Most of them are points bonuses, but there are one or two useful ones, such as the P icon which imprisons all the on-screen baddies in little boxes, allowing Jack to swoop over and destroy them!

A-BANG

The name of this game is bomb-defusal and baddy-avoidance - and as poor little Jack has no weaponry to rely on it's not going to be a pushover. However, Jack is a nimble little fellow thanks in no small part to the cape which he wears, allowing him to jump very high into the air and negotiate the screen pixel-perfectly to get round those marauding monsters and grab the bombs in the correct order to amass loads of bonus points!



6 Bomb Jack in the arcades is still a playable classic, and the Game Boy version is an excellent conversion which really captures the feel of the original. Small but perfectly formed sprites and maddening yet rewarding gameplay are the hallmarks of this fun arcade game - give it a shot, why not?

PAUL RAND

8 LOOK	7 SOUND	83 OVERALL
8 FEEL	8 VALUE	

PREVIEWS

TAZMANIA

The latest in a long line of hot Game Gear stuff is coming your way in a matter of weeks, in the form of that spiffy young chap, Taz! Taz has already featured in his very own Saturday morning cartoon show, not to mention the incredible Megadrive game, and we've been out and grabbed this scorching preview of the little Sega version for a whopping **GO!** Preview!

The storyline goes that Taz and his family were feeling a tad peckish one day and, just moments before they began to tuck into their cave walls, they heard of a valley full of huge eggs that would feed their brood for weeks on end. So Taz, being the little hero that he is, shot off into the unknowns of Tasmania in search of the huge yolks. A plot which neatly drops the player slap-bang into the thick of some top platform action in which the little Tasmanian devil spins through a variety of stages, taking on an assortment of enemies during his quest and collecting loads of helpful items as he goes!



SUPER OFF-ROAD

Stand by, Game Gear owners, for your fix of off-road racing thrills and spills, because Virgin Games are soon to launch Super Off-Road onto an unsuspecting Sega public!

There have been conversions of this popular Super Sprint clone on almost every available machine, computer and console, and the version on the Gear looks set to be one of the best! If you've never seen the game in one of its various forms, it's a fast action racing thrash around a variety of off-road tracks. You race against the Game Gear drivers in a well-hard speed truck, with the intention of beating the opposition over four laps. The higher your position at the end

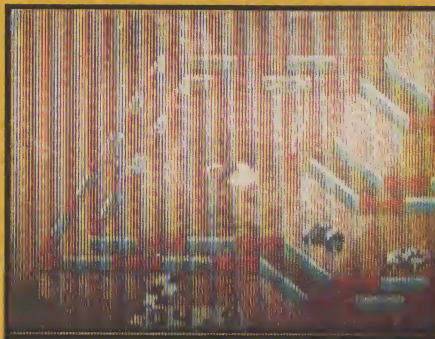
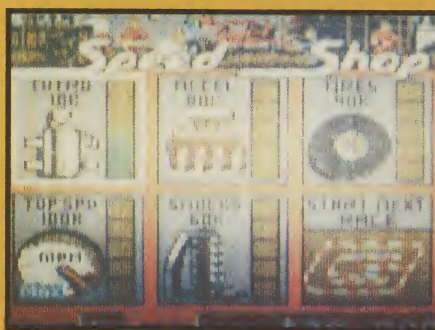
of the race, the more prize money you'll receive - and the higher the cash quotient, the more and better goodies you can buy at the end-race Speed Shops. Spend your wad on such fab items as accelerators, new tyres and turbo boosts which come in very handy if you need a sharp burst of speed to put you ahead of the field.

Virgin sent us a nearly-finished EPROM of the game, which met which dropped jaws throughout the **GO!** office. Unlike the

coin-op original which featured a static screen, Game Gear Super Off-Road is played on a scrolling track - however, unlike

the Game Boy version which gave the player an extremely close-up view of the cars, this game shows you much more of the track without diminishing the definition of the graphics. If the completed version of Super Off-Road is as good as this - and Virgin reckon it will be - you're going to be astounded when we treat this latest mini-

masterpiece to its very own **GO!** Review next month!



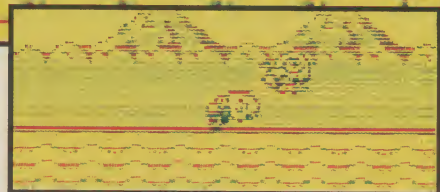
Game Gear Tazmania is almost complete and, as you can see from these screen shots, it's looking extremely impressive. Sega are promising the same kind of head-spinning gameplay as that found in the Megadrive version, but with the emphasis strictly placed upon hard 'n' fast. After playing the game the **GO!** lads reckon that this could be one of the best Game Gear carts in a long while. How long will you have to wait before we bring you the full **GO!** Review of what may well be one of the biggest hand-held hits this Christmas? No longer than a month from now - just how do we do it?



PC KID

Ever fancied yourself as a slap-headed caveboy, battling against some of the most vicious prehistoric predators this side of a low-quality Doug McLure movie? Well now you can if you own a Game Boy, for Hudson Soft's brilliant PC Engine laff, PC Kid, is all set to hit the lil' old black and white!

If you take a swift peek at these shots, taken from a Beta version of the game, you'll see that the programmers have captured the graphic feel of the original, with the same hilarious touches found on the Engine version reproduced here. PC Kid's kebab-eating antics, which went down a storm in the original, also appear and, while not all of the levels have managed the journey over to the boy, what has been reproduced looks to be of a high quality. In fact, the only questionable aspect of Game Boy PC Kid that we could see was the relative ease with which we could complete the stages - whether the game is toughened up in time for release you can find out by taking note of the definitive **GO!** Review in the next issue!

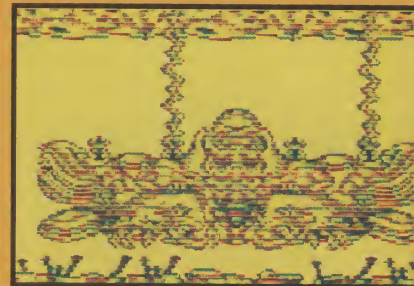


GAMEBOY £24.99

R-TYPE 2

PREVIEWS

You were amazed by R-Type on the Game Boy - now, prepare to be dumbstruck, because R-Type 2 is coming very soon! The Bydo Empire is on the march again, and it's up to you in your R-9 fighter to do the daring deeds once more - which, in layman's terms, means getting out and blasting those bad-dies to smithereens! A conversion of the R-Type sequel of the same name, R-Type 2 promises to be even better than the original! Graphics are spot on - an incredible feat considering that it's running on the little Boy - and, after a sneaky play of an all-but finished version, the **GO!** boys reckon that, with just a touch more oomph in gameplay terms, this could be one of the major shoot 'em up hits of the New Year! We'll be bringing you that **GO!** Review next month - be there or be a sad, shambling wreck of a person!



GAMEBOY £24.99

MICROSELLS

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RANDY'S PHOTO CASEBOOK



Welcome to the first of my Photo Casebooks, where your resident hand-held agony uncle selects one letter from his bulging bag of problems and visually illustrates the particular case by the use of a short photo-story. This time round it's the sorry case of Bob (we've changed the name to protect the innocent, but it's really Paul Anglin), who stumbled across the world of portable play quite by chance, and...well, let's take a look, shall we?

Club snub makes girl go blub

A common problem, but not one which can't be solved with the help of a little thought, compassion and, of course, hard cash. Jo's gripe is not so much with being left alone in a busy club whilst Paul, sorry Bob, hides in the bogs playing WWF 2, it's more to do with the fact that he's decided to play on his own, thus leaving Jo out of the picture. What I suggest is that Bob puts his hand in his pocket, buys a second machine and invites Jo to a spot of two-player grapple action. That should put the zing right back into their relationship!

If you have a problem which you'd like to see converted into a tacky photo-story, why not write to Randy's Photo Casebook at the usual address. Next time round, we'll be taking a look at:

SUPER MARIOLAND 2!
PC KID!
SUPER OFF-ROAD!
AND MORE!
All next ish Be There!



Hey, Bob, you coming out for a top laugh or what?



Yeah, sounds like fun - let's go!

Yes

This is really great, isn't it!



Hey, what's that you've got there?

Erm, something called a hand-held. Here, you can have it!



Hmm, this is okay... actually, this is great!



Hey, have you seen Bob?

Yeah, he went to the lav half an hour ago!

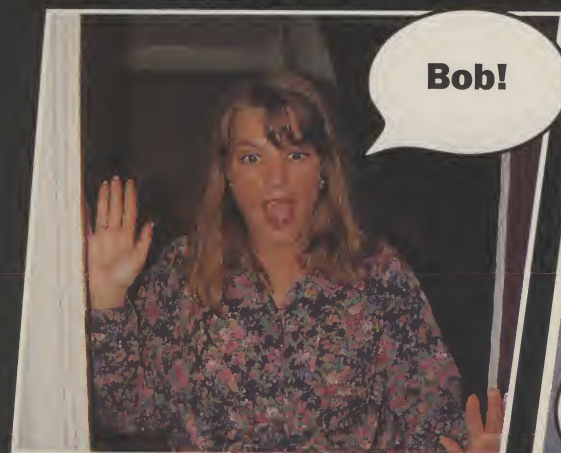


Crikey, Bob's been gone for half an hour!

I hope he's okay - I'd better check on him.



Bob!



Gumph!



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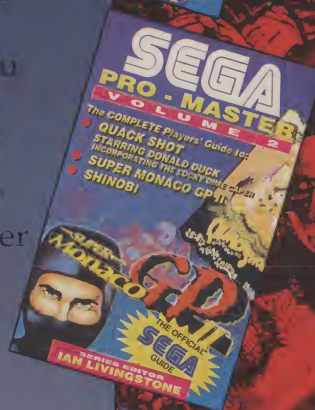
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